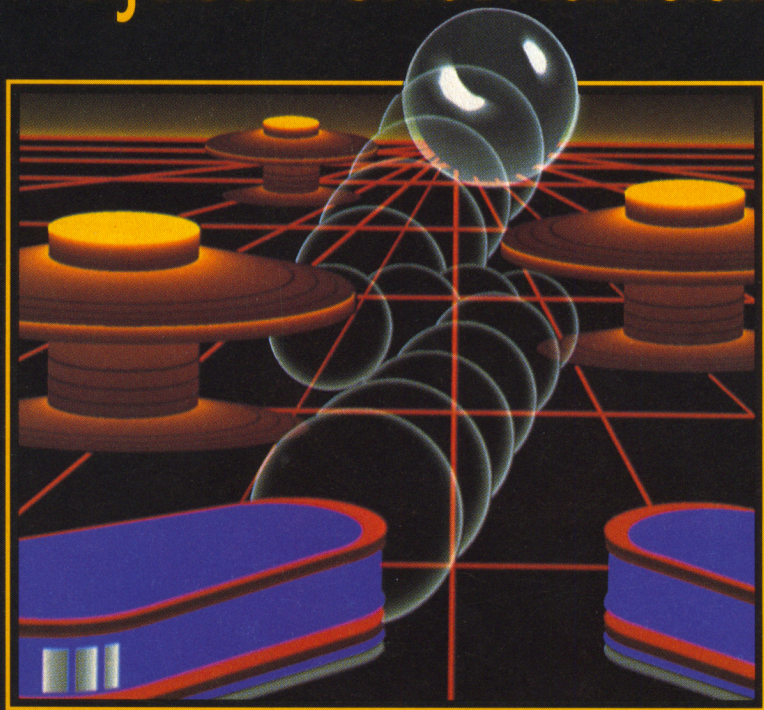


AT-PB1

# Adjustment Manual



FOR NIGHT MISSION

# PINBALL



**AT-PB1**  
**NIGHT MISSION PINBALL**

# Adjustment Manual

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SubLOGIC Corporation  
713 Edgebrook Drive  
Champaign Illinois 61820 USA



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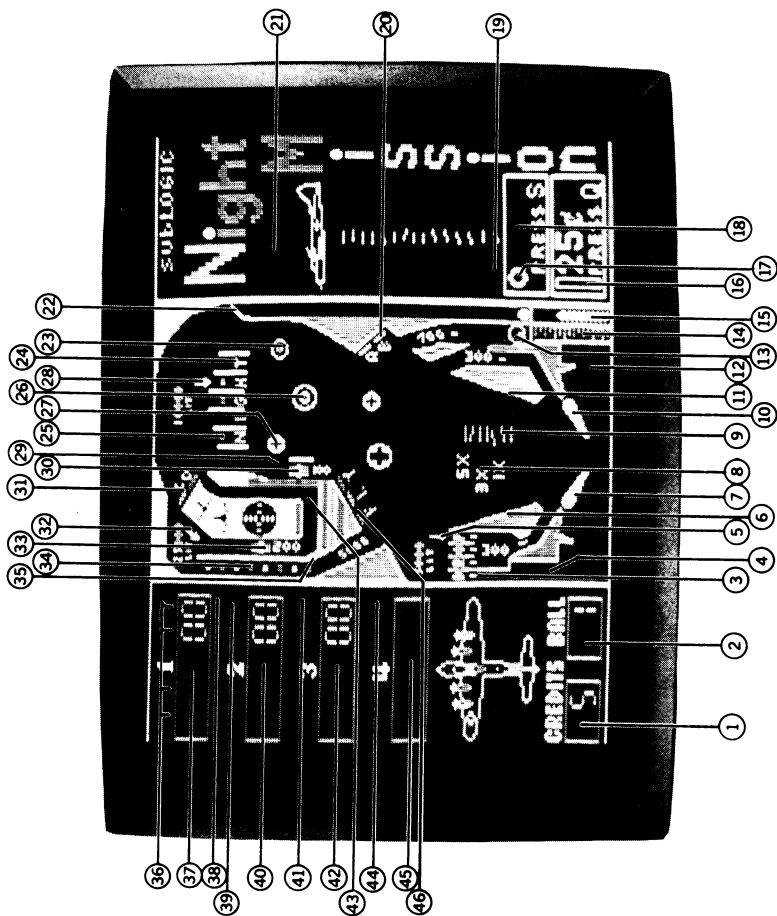


Figure 1. AT-PB1 Night Mission Layout and Features

1. Credits digits: counts quarter insertions and free games
2. Ball digits: indicates the ball currently in play
- 2b. Match digits: cycle through a match sequence at the end of the game
3. DROP rollover lanes
4. SPECIAL and FREE GAME!!! lites
5. DROP lane arrows
6. Left V-Impulser
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22. Ball escape door
23. Small bumper (with British symbol)
23. Small bumper (with British symbol)
24. NIGHT rollover lanes
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27. Small bumper (with German symbol)
28. NIGHT lane arrows
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30. Outer spinner
31. CD standup targets
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34. City lites
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36. General's Stars (1-million point indicators)
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40. Player 2 digits
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42. Player 3 digits
43. Dive bomb chute
44. Player 4 General's Stars
45. Player 4 digits
46. FLY standup targets

## Introduction

The AT-PB1 Night Mission Pinball program simulates a modern arcade-type pinball game. We spent many hours evaluating and measuring a wide variety of pinball games in arcades to make sure that the functions and features correspond to today's pinball games. We also measured dynamic characteristics such as ball speed, gravity effect, standard ball guide and flipper rotation angles using a stop-watch, protractor, and ruler (hopefully when nobody was watching) to make sure that the ball action corresponds to the physics of a real pinball game.

Pinball games vary widely in their features and ball action. From a features standpoint, the quarter slot and startup button are the same on all machines, and glowing orange or blue 7-segment digits are used universally (mechanical counters are a thing of the past). Glowing orange 7-segment digits are used for score, ball count, credits, and match on AT-PB1. A quarter slot and push button are also used. It may seem strange to have a quarter slot on a microcomputer game, but the insertion of quarters, credit counts, winning of free games, and startup procedures are so closely tied together on a real pinball game that the simulation demanded it.

The multi-player selection method on real games is also quite standard, but unless you know the procedure, it can be quite baffling. The coin slot and start button allowed us to simulate multi-player startup correctly, so you can get familiar with how to put real machines into multi-player modes by learning on this one. You will rarely find any instructions on how to do this in an arcade, especially if it is a true enthusiasts' arcade. Pinball game startup and jargon are things that you are assumed to know before you enter the door.

Flippers typically sweep angles of 40 to 50 degrees. We use 45 degrees on AT-PB1, which may seem rather small if you are used to other microcomputer pinball games. This in no way limits ball control, however, because the physics of real flippers (including tip effects, steady ball holding, and smooth roll-down) provide precise control over the full flipper sweep range.

Other pinball features vary so widely between machines that no good compromise could be reached. We therefore made the parameters that

control the simulation fully adjustable. Ten standard modes are provided, and you can vary the 38 adjustments to create up to 100 of your own modes (8 if you have only 32K of memory) that you can rapidly switch between.

Adjustment procedures will be covered shortly, but it's first necessary to get familiar with the game's features and their names. These will now be described.

## **Features**

### **Night Mission Theme and Layout**

Night mission's theme is a WW II night bombing run. The bomber involved is a B-17 Flying Fortress, and while the Americans flew mostly daylight missions, a few B-17s were piloted by the British RAF who frequently went on night missions. There are USAF wing markings on the plane, however, so you can think of this as a night mission in the Pacific (the USAF frequently flew at night over Japan). Just think of the plane as being a B-29.

The pinball game's layout is shown in Fig. 1. Most of the features are self-explanatory. The ball chutes and tunnel in the upper left are referred to as the *bomb release line* (the vertical chute), and *dive bomb chute* (the U-shaped tunnel with a small spinner and 200 written in it). Eight lites turn on in the bomb release line when the NIGHT sequence is made (all NIGHT letters off). These lites are *cities*.

### **Ball Dispensing and Action**

This is a multi-ball pinball game. Up to 4 balls can be in motion simultaneously. Up to 3 balls can be captured in the dive bomb chute. They are all released when the ball drains, the proper sequence ABCD is met, or when the 4th ball enters the chute.

Machine inclination (gravity) effects are considered in ball travel.

Ball-surface collisions consider restitution (bounciness) and tangential friction (stickiness) effects. These effects are user adjustable.

### **Ancillary Features**

The playfield has five bumpers, seven standup targets, nine rollovers and two spinners. A hole kicker that captures and holds a ball for a few seconds,

then *kicks* it out is located above the striker pull gauge. Many of the parameters associated with these items are adjustable.

A bonus scoring and countdown system is located on the playfield between the *V-impulsers*. Maximum bonus count is adjustable.

A special ball projection technique allows balls to roll over objects (lites, designs, and legends) on the playfield without erasing them. In addition, you can't see an inverted image of what the ball is rolling over through the ball as you can on other games that use simple exclusive-or projection. This makes dense designs and writing on the playfield possible.

### **Stereo Sound**

Two channel sound effects are created by using both the Atari internal speaker (on Atari 400 and 800 models) and the monitor/television speaker. The characteristics of the internal speaker sounds are adjustable.

### **Competition Features**

Real pinball games are often used for competition. People try to beat the free game score, high score, and other players in multi-player games. All of these features are provided. A game can get boring if it is easy to tamper with and adjust in a way that makes it too easy to get high scores. AT-PB1 is fully adjustable, and you can make it too easy, but there are safeguards for the competition-minded.

Playing modes 0 through 9 are *Official SubLOGIC Modes*. Mode 0 is set up to be a very competitive mode. It has the same sort of action and scoring that you would find in an arcade pinball game. A small digit under the right flipper indicates the mode on the screen (0 through 9). Any attempt to modify the mode using the fix system will add ten to the mode number, thereby turning it into a user mode. You cannot tamper with SubLOGIC standard playing modes (except for turning the sound off and setting the lock code).

If you are playing with many players, one may be an AT-PB1 expert and know how to sneak into the fix mode and modify the game. To prevent this, you can specify a lock code (1 to 999,999). Once you exit from the fix mode, you need to submit this code to get back into the fix mode. Chances of anyone guessing the code are one in a million (almost). A zero lock code means *unlocked*.



Finally, for day-to-day competition and saving your custom designed user modes, there is the high-score/mode disk. This lets you save your mode and high score on disk and load it up again later.

## **Preliminary Adjustments**

The AT-PB1 playfield design and battle sounds push the HI-RES display mode, color monitor, and the monitor speaker right to their limits. The following adjustments will help you get the best color, resolution, and sound.

### **Color Adjustment**

Subtle features make a real difference in the enjoyment and excitement of a game. The pinball game is much more exciting with the sound on for instance (turning the sound off using the fix system and monitor volume control will demonstrate this). Another subtle feature is the color adjustment.

The so-called *correct* setting of a color monitor (the one that gives perfect portrayals of violet, blue, green, and red) is not the best setting for AT-PB1. The best results can be obtained by adjusting the monitor's TINT controls so the digits glow orange.

### **Resolution Adjustment**

Night Mission has a game theme, so many small numbers and letters had to be put right on the playfield, just as in a real pinball game. Some of these letters are on  $3 \times 4$  matrices (instead of the standard  $5 \times 7$ ). Low bandwidth black and white monitors (and many TV sets), and color monitors have trouble resolving some of the writing. On black and white monitors, be sure that the settings are not too bright. You can gain a bit of resolution by decreasing the brightness and contrast.

On color monitors you can trade off resolution for color by adjusting the COLOR control. Blend in color until the decrease in resolution begins to get annoying, then back off a bit. The DROP rollover lanes are a good test pattern. Poor monitors or settings will cause the letters to look more like DRIP.

### **Sound**

Sound is generated through the monitor speaker and can be adjusted with the volume control. Atari 400 and 800 models also contain a small internal

speaker. This internal speaker's sound can be turned off and its characteristics can be modified using the fix system.

## **The *FIX SYSTEM* and Custom Modes**

Forty parameters control the characteristics of the pinball game. The ten standard SubLOGIC modes are simply variations of these parameters. The *fix system* allows you to get at these parameters and create your own playing modes. It also lets you change between SubLOGIC modes, turn the internal speaker sound on or off, and put the machine in a self-play mode.

It is important to read this section before using the fix system. Some parameters, such as sound, are harmless and can be set to anything without consequence (other than the sound being turned on or off). Others such as *BALL TRAILS (LIM)* can cause the machine to crash if adjusted improperly. Fix system use will now be covered.

### **Entering the Fix Mode**

When the machine is in its *game over* mode, type the word FIX on the keyboard. This will not echo on the screen, but after it is typed, a large fix menu will come onto the screen. The ITEM column lists the function, CURRENT lists the parameters in effect for the current play mode, and NORMAL lists the range of these parameters.

### **Using the Editor Arrow**

The arrow in the FIX column on the menu points at the item that can be changed or *edited*. You can cycle this arrow to the item you want to change by hitting *return* repeatedly. You can backspace the arrow through the FIX column by hitting the minus (-) key. When the edit arrow points at the correct item, simply type in the value you want, followed by *return*. Note that the BACK SPACE key performs backspace in the edit field.

### **Exiting the Fix Mode**

Hit ESC (the "escape" key) to return to the <sup>p</sup>lay mode.

### **Working with Modes**

All the values in the CURRENT column and the current high score comprise

a *mode*. There are 110 modes numbered 0 through 109. They are broken down as follows:

Modes	Function
0	Competition mode
1	Easy mode
2	Self-play demonstration mode
3	Medium difficulty mode
4	High difficulty mode
5	Cosmic mode
6	Slow motion mode
7	High speed mode
8,9	Other SubLOGIC modes
10-19	User-modifications of SubLOGIC modes 0-9 (or user modes)
20-109	User modes

NOTE: Only modes 0-17 are available with only 32K of memory.

You can switch between modes by typing in the mode number on the fix menu item *PLAY MODE*. Modes 0-9 come setup, but modes 10-109 are filled with garbage. Putting any undefined modes into effect will usually crash the system when you go back into play mode. Note that the *CURRENT* values can safely be anything as long as you remain in the fix mode.

If you try to modify any parameter in a SubLOGIC mode (except the *LOCK CODE* or *SOUND*), the SubLOGIC mode along with the change you made will automatically be copied to the current mode plus ten and the mode will switch to it. If you are in mode 6, for example, and you try to give yourself 6 balls per game, you will end up creating a new mode – mode 16. This mode will be exactly like SubLOGIC mode 6 but will have 6 balls.

## Copying Modes

Very seldom will you want to start a mode purely from scratch. Usually you will want to make a few modifications to an existing mode, try out the changes, and perhaps back track to the old mode if things didn't work out right. This is where the advantages of mode copying and 100 modes to work with are realized. You can switch to a new mode and bring all the information from the old mode number with you (copy it to the new mode) by adding 100 to the mode number when you specify the new mode.

If you are in mode 50 and want to copy the mode to mode 63 and start working with mode 63, specify the *PLAY MODE* as 163.

### **Saving Modes**

You can save the mode on a high score/mode disk. Only one mode and high score is saved per disk (the mode currently in effect), and you must exit back to play mode (game over mode) to do it. NOTE: Make sure to insert your high score disk before typing CTRL R or CTRL W.

### **Adjustable Parameters**

Adjustable parameters will now be covered. It is advisable to stay within the ranges specified for the parameters. If you decide to try out of range values, be aware of how data is stored in the parameters. Parameters are either one, two, or three byte values internally. When you type in a number, it is converted from ASCII to a triple precision integer (unsigned) of range 0 to 16,772,215. For one byte parameters, the least significant byte is taken. For double precision, the least and mid significant bytes are used, and all three are used for triple precision values (such as free game score and lock code). It is impossible to specify a value above 999,999 due to the limits of the editor arrow's editing template. If you specify huge numbers for single-byte parameters, only the least significant byte will be used. A 256 will yield a zero, for example.

When you enter a modification, it is changed to binary and sent to the mode buffer so you can see what really went into the buffer and if the mode changed because of it. The screen updating is too fast to see, but is sometimes noticeable as a small flash. NOTE: Adjustment values are always positive. Negative numbers will not be accepted by the edit arrow.

#### **The Adjustable Parameters**

**FREE GAME SCORE:** This is the score that when exceeded will result in a free game. The range is 0 to 999,999.

**BALLS PER GAME:** The number of balls issued per player per game. The range is 1 to 99. The BALL digits are the limiting factor.

**FORWARD INCLINE:** This is the gravity effect. Low values of about 8 are normal. High values are *strong gravity*. The range is 0 to 255.

**SPINNER FRICTION:** This controls how fast the spinner slows down after a ball gets it spinning. Values of about 15 look like the real thing. High values slow it down quickly. The range is 0 to 127.

**TILT EFFECT:** Bumping the machine jostles the ball. This controls how big the effect will be on the ball. Values of 20 or 30 are normal. The range is 1 to 255.

**TILT SENSITIVITY:** This determines how sensitive the machine is to bumping. A sensitive machine will TILT easily. Tilt is based on probability. This value is a mask, not a linear control. The following values and resulting probabilities are available:

Value	Probability of a tilt	
0	1 in 1	always tilt
1	1 in 2	
3	1 in 4	
7	1 in 8	
15	1 in 16	
31	1 in 32	
63	1 in 64	
127	1 in 128	
255	1 in 256	rarely tilt

**HOLE KICKER KICK:** This is the speed at which the hole kicker will eject its ball. A value of 3 to 6 is normal. A value of 0 or 1 will cause the ball to get stuck in the hole and will freeze up the game. The range is 0 to 63.

**KICKER DELAY:** How long the hole kicker waits before ejecting the ball. The hole kicker activates a bomb dropping sound. Upon ejection, the A drop target is often hit, cutting the whistle off with an explosion. Long delays give a longer whistle effect. Range: 1 to 127.

**MAX BONUS COUNT:** The maximum bonus that will be counted. When all ten screen bonus lights light, they are turned off and start lighting up again. The system keeps track of bonuses beyond ten and counts them down multiple times upon ball drain. Range: 1 to 127.

**BONUS COUNT RATE:** Determines how fast the bonus will be counted down. Range: 1 (very fast) to 127 (slow).

**BALL TRAILS:** This determines what kind of ball trails will be generated. 00=no trails, 01=trails for balls exceeding the ball speed limit, 02=trails always.

**BALL SPEED:** This controls ball speed. The larger the variable, the slower. Values of 8 to 11 are about right. Range: 1 to 127. **NOTE:** This value should never be less than  $\text{SPEED COMPENSATE}/4 + 1$ .

**BALL SPEED LIMITER:** This limits the ball's speed by cutting the ball's velocity down to  $\frac{7}{8}$  its old velocity per display frame if the the speed limit is exceeded. Balls that exceed the speed limit also get their ball trailers turned on until they drop to the speed limit (if ball trails are set for this mode). The larger the value, the higher the speed limit. A value of 3 is a slow ball, and 15 is very fast. Range: 1 to 63.

**RANDOMIZER:** There is a computer behind this pinball game, and unless some random ball motion is introduced, the ball takes the same path every time (especially out of the striker until the first flipper hit). The randomizer introduces randomness to the balls by shaking them pseudo-randomly. The random shaking is in a right and left direction and averages out to zero to keep the ball from drifting to the right or left. You can watch the randomizer work by specifying high randomizer values. Normal values are 20 to 30. Range: 0 to 251.

**NEW BALL DELAY:** The time the machine waits between dispensing new balls. Range: 1 (short time) to 127 (long time)

**SELF PLAY:** This puts the machine into a self-playing mode. In this mode, you have to get the machine started, but from then on it plays itself (automatically feeding quarters and pressing the start button as well as the flippers and striker). You can kick the machine back into fix mode by pressing the period (.) key at any time. 00 = self play off, 01 = self play on.

**FIX MODE LOCK CODE:** This code, if other than 0, must be typed after typing FIX in order to enter the fix mode from the game over mode. There is no feedback on the screen when you are typing it in, so it is much like a password in a large computer system. You must follow the number with a *return*. For the lock code 1357, for example, you must type:

FIX1357 (*return*)

The system will then enter the fix mode. After you type FIX, the system will seem to freeze up. It is waiting for your code number. Typing a wrong number, or simply a *return* will put you back into play mode. **NOTE:** Be sure to remember your lock code! Range: 0 = no code. 1 to 999,999 = valid codes.



**SOUND:** This is the internal speaker sound switch. 0 is off, 1 is on.

**BUMPER IMPULSE:** This controls the impulse given to the balls when they hit a bumper. Values of about 30 are normal. Range: 0 (pure bounce) to 127 (huge impulse).

**LEFT V THRESHOLD, VELOCITY X, VELOCITY Y and RIGHT V THRESHOLD, VELOCITY X, VELOCITY Y:** These parameters control the impulse given to the balls by the V-Impulsers. The threshold determines the speed the ball must be moving to activate the impulser. Values of 1 and 2 are sensitive, 4 is normal, and 10 makes the V-Impulsers nearly impossible to activate. The X and Y velocities control the speed and direction of the impulse in the horizontal (right or left) and vertical (upward) directions. Values of X should be about 4 times those of Y to correspond to the V-Impulser's angle. Values of Y = 2 are about right. High values give strong impulses. Range: 0 to 127 on all values.

**CITY SPOT RATE:** This is the delay between cities being re-lit when a ball enters the dive bomb chute. Short spot rates (5 or less) lite them almost immediately while long delays (up to 127) cause long pauses between re-lites. Long delays affect strategy because only a few cities may be re-lit when the ball passes over them again. Range: 1 to 127.

**DIVE BOMB SHOOT V:** The velocity at which the dive bomb chute launches its balls. Values of 16 or 20 are normal. Don't make this value too low. If the ball doesn't get out of the chute on the first launch, it never will. Range: 0 to 63.

**MATCH COUNTDOWN RATE:** The rate at which match numbers are cycled through. Low numbers cause faster cycling. Values of 8 are about normal. Range: 1 to 127.

**BALL TRAILS (LIM):** This limits the maximum number of ball trailers that can follow a ball. Up to 9 balls can trail the original. This value is the number of balls times two. The only valid values are 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20 for zero through nine balls. **NOTE:** Values other than these will cause improper ball trail indexing and can crash the machine.

**DRONE SOUND:** Whenever a ball is in play, a constant drone sound (supposedly aircraft engines) is generated from both the internal speaker (on Atari 400 and 800 models) and the monitor speaker. The characteristics

of this sound can be changed by using different values in this byte. Zero will turn droning off completely in both speakers. 255 will turn off the drone from the internal speaker only. Intermediate numbers allow the constant drone from the monitor speaker while affecting the characteristics of the drone from the internal speaker. This value requires experimentation to get the internal speaker sound you want. Range: 0 to 255.

**EASY MULTI-BALL:** When zero, the dive bomb chute holds balls when NIGHT and FLY sequences are met. When one, the chute is put into hold mode at the beginning of every ball. In both cases, the ABCD sequence, 4 balls in chute, or ball drain releases the balls.

**SOUND PERIOD:** This controls the sound oscillation period for the internal speaker background sounds. It primarily affects droning. The higher the value, the lower the frequency. Values near 20 are about right. Making this value too low can slow down the simulation as more time is spent doing sound processing. Range: 2 to 127.

**FLIPPER POWER LEFT and RIGHT:** These two variables control the impulse produced by the left and right flippers. Zero results in bounce only, while values above 60 provide huge impulses. Values of 40 are about right. Range: 0 to 127.

**RESTITUTION:** This controls the overall bounciness of all bounce surfaces (except the flippers). High values correspond to a restitution coefficient of nearly one (totally elastic bounce). Note that some surfaces have additional damping and total elastic collisions are never possible on these (the bottom of the ball striker for example). Range: 0 to 127.

**SPEED COMPENSATE:** This value increases the ball speed to compensate for increases in processing times in multi-ball situations. Adjust this parameter so no noticeable slowdown occurs when 4-balls are active. Range: 0 to 255. NOTE: Never make this value greater than  $(\text{BALL SPEED}-1) \times 4$ .

**FLIPR RESTITUTION:** This controls the overall bounciness of the flippers. Range: 0 to 127.

## **Resetting the High Score**

You can reset the High Score to zero on any mode by typing the letter Z while in fix mode. You must do this for user modes because a random high score will come up in a newly created mode.

## **Ball Speed Dependence**

The adjustable parameters have effects on one another. The most notable is the BALL SPEED which affects everything from sound quality to bonus countdown, kicker delay, and city spot rate. Keep this in mind when adjusting the ball speed parameter.

## **Testing Your Modes**

As with a real pinball game, it is possible to adjust AT-PB1 in ways that make poor and unplayable as well as good and enjoyable games. It's even possible to generate situations where the ball gets stuck. It's a good policy to test your mode before playing it extensively.

The self-play mode is particularly useful for testing. You can immediately exit from it back into the fix mode by typing the period key if anything goes wrong. The tilt system can help break a ball loose if it gets stuck, as can the randomizer.

Final testing can be performed by letting the machine play itself for a few hours at high speed (by turning the BALL SPEED way up) with the randomizer on to keep it from locking into a single ball path. If the mode has problems, this is bound to find them.

Finally, let us know if you find any problems or have any comments or exciting new modes. We're always interested in getting user feedback, and we incorporate many suggestions into our products.

## **Screen Color Designer**

The Night Mission playfield initially boots up with orange digits and orange, blue, black, and white design colors. The Atari computer systems can produce many other color combinations, and the "Screen Color Designer" system lets you experiment with your own color designs.

## Color Adjustment

The Atari computer has three color registers that determine color combinations in high and medium resolution modes. The joysticks are used to control these three registers:

Joystick 1 — left & right motion	=	border color
Joystick 2 — forward & back	=	color register 1
Joystick 2 — left & right	=	color register 2

The best way to discover the effects of these registers is to try changing them using the joysticks.

The playfield is designed for use in the high resolution mode. The playfield can also be displayed in the medium resolution mode. Press the OPTION key to toggle between high and medium resolution modes.

## Color Design Schemes

High resolution mode offers a limited but interesting set of color variations. Only four design colors plus a border color are available. Inverted modes with a bright solid background and a black ball are a nice change from the typical computer-screen black background.

Medium resolution increases the number of color combinations. The border color control controls playfield background color (there is no border in medium resolution mode), and color registers one and two control detail colors. Resolution is half what it was in the high resolution mode, but most of the resolution can be regained by setting the proper colors. A good way to judge the resolution is by observing the ball that dots the "i" in "Night Mission."

Correct color mixing can yield a solid background with smeared shadow effects. The fine legends on the screen aren't very readable when the shadowing occurs, but the overall effect is incredible. The flippers and bumpers look as if they stand out from the playfield and the machine takes on a three-dimensional look.

## Function Summary

### Game Over Mode

Q = Insert Quarter.

S = Start Button.

CTRL K = Keyboard mode select.

CTRL P = Joystick mode select.

CTRL R = Read a high score/mode disk.

CTRL W = Write a high score/mode disk.

FIX = Enter fix mode.

FIX1234 *return* = Enter fix mode with lock code of 1234.

Stick 1 (left and right) and Stick 2 = Screen color adjust.

OPTION = High/Medium resolution toggle.

### Play Mode

Stick 1 Button = Left Flipper control and striker release.

Stick 2 Button = Right Flipper control and striker release.

Stick 1 = Striker control (Back pressure = striker pull)  
(Forward pressure = striker slow release)

SHIFT key = Left Flipper (Keyboard playing mode only)\*

START key = Right Flipper (Keyboard playing mode only)\*

> = Increase pull on striker (Keyboard mode only)\*

< = Decreases pull on striker (Keyboard mode only)\*

1, 2, 3, 4, 5, Q, W, E, R, T, A, S, D, F, G, Z, X, C, V, B, *esc* = Left machine bump

6, 7, 8, 9, 0, :, -, Y, U, I, O, P, H, J, K, L, +, N, M, ,, ., / = Right machine bump

! = Machine freeze and single-step. Any other key unfreezes machine.

(remember to hit the SHIFT key while pressing "!")

\*Atari 1200XL, 1400XL, 1450XLD – Due to key position differences on these machines, joystick control is recommended.

## Fix Mode

Return = Advance the edit arrow to new parameter.

1234 Return = Replace the parameter with the value 1234 decimal.

ESC = Acts as Return, but exits to play mode afterwards.

1234 Escape = Replaces parameter with the value 1234 then exits to play mode.

Z = Reset high score to zero.

## Self-Play Mode

Period key (.) = Return to fix mode immediately.

! = Freeze and single step. Any other key unfreezes.

## Pinball Jargon

**Bonus:** *Bonus points* are counted up one-by-one as you drop targets or make sequences. This is in addition to any points you may have received for the hit. When the ball drains, the points are counted down one-by-one and a set number of points are given for each one (usually 1000 points). Bonus points are usually shown as individual lites on the playfield (a bomb in Night Mission – pool balls, or simply lites with numbers over them on other popular games).

**Bonus Multiplier:** This number is usually shown on the playfield as a lite that says 1X, 3X, or 5X. When the bonus is counted down, it is multiplied by this number. Instead of getting 1000 points per bonus lite, you get 3000 or 5000. You usually must make a sequence of targets or hit a special target with appropriate 3X or 5X markings to advance the bonus multiplier. In most machines, a few bonus multiplier lites can be on at once. In some cases, the highest multiplier is used. Other games count down the bonus once per bonus lite thereby giving  $1 \times 1000 + 3 \times 1000 + 5 \times 1000$  points. Some games multiply bonus numbers together giving  $1 \times 3 \times 5 \times 1000$  or 15000 points per bonus lite if 1X, 3X, and 5X are all on.

**Captive Hole:** This is a recessed hole in the playfield (usually at the end of a *tunnel*) that the ball can roll into. The hole *captures* the ball, holds it a few seconds, then quickly shoots it out. Captive holes usually trigger special



events such as activating lane arrows, spinner, or target multipliers. Special sounds are produced for the few seconds that the ball is in the hole.

**Credits:** This indicates how many single-player games you are entitled to. Inserting quarters, as well as winning free games, advances the credits. In multi-player games, one credit is used per player.

**Drain:** Losing the ball between the flippers or down the outlanes.

**Drop:** The act of knocking down a standup target.

**Hole Kicker:** A captive hole.

**Lane Lites:** These are small lites (with no letters or numbers over them) that appear in a set of adjacent lanes. The goal is to turn all these lites ON (as opposed to lane letters that you try to turn off). Lane lites are sometimes rotatable, that is you can press one of your flippers and all the turned-on lites will move one place to the right (with wraparound). The goal is to guess which lane the ball is going to roll down as it bounces around at the top of the lanes, and to rotate a non-lit lane lite to that position before it does. Points are usually awarded for each lane lite as well as for completing all the lane lites (at which time they are all turned off).

**Lite:** This is how pinball game designers spell *light*.

**Make:** This applies to sequences of targets or events and means that you have successfully completed the sequence. In Night Mission, for example, the city lites come on when you make the NIGHT rollovers.

**Match:** At the end of the game you are automatically given a chance to win a free game. A set of 2-digits (sometimes the ball digits) cycle through a few random numbers, then stop at a random 2-digit number. If the last two digits in your score match the two match digits, you win a free game. Due to score inflation, most machines these days only give multiples of ten points. Match digits on real games often cycle through odd numbers that are not multiples of ten, but even these always stop on multiples of ten. In multi-player modes, each player's score is compared against the match value. With 4 players, you have a good chance of matching (the same probability as if you played 4 single-player games). You can win more than one game if more than one player matches.

**Out Lanes:** These are the ball guides on the sides of the machine that cause the ball to drain (the D in the DROP lanes in Night Mission for example).

**Rollover:** A place on the playfield (usually within lanes) where you get points if the ball rolls over that point. Real pinball games have small metal sensing wires and switches to sense rollover. The sense wires come in two forms: the kind that are ramped on both sides which let the ball roll over in either direction, and the single ramp kind that only allow the ball to roll over in one direction.

**Special:** A special is a target (usually a rollover on one of the out lanes) that lites when you make a certain sequence. If you manage to roll a ball down the rollover when the special lite is lit, you win a free game (or only a free ball on some games).

**Spot:** The act of raising a standup target or reactivating a rollover target lite. On Night Mission, ball drain spots ABCD and FLY.

**Standup Target:** A target that protrudes out of the playfield and pops down if you hit it.

## **Program Statistics**

Author: Bruce Artwick

Sound Effects: Sue Klefstad

Disk System: Dave Denhart

Program Size:	Code	17,236 bytes
	Tables	6,858 bytes
	Screen memory	7,680 bytes
	Total	31,774 bytes + 49 bytes per mode

Ball Projection Rate: 230 balls/second

Language: 6502 Assembly language

Internal Mathematics: 16-bit integer

Overall System Structure: 8-way time-sliced executive with interleaved sound.

Development System: SubLOGIC Sold-State Disk Z80 system using a TDL Z80 macro assembler with SubLOGIC's 6502 preamble, and SubLOGIC's Screen Edit 9 pixel editor.

Developed: November '81 through February '82 in Champaign, Illinois, and Amsterdam, Holland. Translated from Apple II to Atari configuration December '82.

The high speed math routines are from SubLOGIC's A2-3D1 3-D graphics package, developed August '79.

### **SubLOGIC Media Policy**

SubLOGIC Corporation warrants all media for a period of 6 months from the date of purchase. We will replace any media that are out of warranty at a minimal charge.\* SubLOGIC will extend this replacement service for a period of not less than 10 years after purchase.

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\*Example: replacement charges on October 1, 1983, \$5.00 for a disk – \$4.00 for a cassette.

### About the Author

Bruce Artwick has been designing microcomputer software since 1977. His first **Flight Simulator** program for the Apple II was released in 1979 at a time when the typical system configuration for that machine consisted of 16K memory, Integer BASIC, 3-color hi-res graphics, and a cassette program loader. Working within these limitations, **Flight Simulator** was (and remains) a classic in both design and execution, a program that set the standard for all that was to follow.

Some of the 3D animation routines Bruce used in the development of **Flight Simulator** later found their way into his **A2-3D1 Graphics Package**, a collection of programs for the creation and manipulation of 3D images. An enhanced **A2-3D2** version came out in 1981 to take advantage of the Apple II plus's increased capabilities.

Bruce's reputation as a master of microcomputer simulation grew with the release of **Night Mission Pinball** in 1982. A programming tour de force that recreates the look and feel of a real pinball table down to the finest detail, **Night Mission** offers ten different play modes, each completely user-adjustable. The game's theme is based on a WWII night bombing run.

**Flight Simulator II**, Bruce's newest creation, once again sets new standards in sophistication for a new generation of microcomputers. The program graphically places you in the pilot's seat of a modern single-engine aircraft with complete instrumentation and full color out-the-window view.



**subLOGIC**

**Corporation**

**713 Edgebrook Drive**

**Champaign IL 61820**

**(217) 359-8482 Telex: 206995**